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Subject: Sole Survivor

Posted by [Panther](#) on Tue, 15 Jun 2004 03:29:57 GMT

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AircraftkillertekSo? The thing that keeps people going is the multiplayer. I actually enjoyed the SP missions.

There's only one mission.

Some of the MP is pretty innovative, like the Crates, but some of it really blows. The convoy mode comes to mind, having them driving around on a set path really doesn't add much strategy.

of course, this is coming from the leader of a mod with just C&C mode..

It adds variety, which is what a mod needs to survive.

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